

# Zayne Z. Huang

(757) 719-6047 | zhuang0buo@gmail.com | [Linkedin](#) | [Portfolio](#) | fluent in English & Mandarin Chinese

## Education

### University of California, Los Angeles (UCLA)

- MFA - Design Media Arts (2021)
- Cert - Application Programming & Data Science (2023)

### College of William and Mary

BA - Arts & Art History (2019)

## Proficiencies

### 3D, Game & Interaction

- **Blender, Maya** (modeling, rigging, animation, shader graph, physics simulation)

- **Unity 3D** (C#, shader graph, VFX graph, camera setup, game controls, UI)

- **Substance Painter** (texturing)

### 3D Modeling & Set Design

- **SketchUp, AutoCAD, Rhino** (modeling, drafting)

- **RealityCapture**

(photogrammetry-based 3D scan)

### Digital Design & UI/UX

- **Prototype, Storyboard, Pitch Deck** (Figma, Adobe Creative Suite)

- **Graphic Design Asset** (Adobe Photoshop, Illustrator, InDesign)

- **Videography & Vector Animation** (Adobe After Effects, Premiere Pro, Audition, Lottie Animation)

### Development & AI/ML

- **Frontend** (JavaScript, .NET, HTML, CSS, jQuery, Wix, WordPress)

- **Generative AI** (ComfyUI, Fuser, RunwayML)

### Other

Microsoft Office

## Professional Experience

### Digital Media Artist | Co-Founder

06/2022 - Present

#### *Zhu Clever Studio*

I blend technical expertise with creative vision across interactive media, 3D, UI/UX, graphics, and motion effects to deliver innovative experiences and solutions that enhance engagement and visibility.

### Relevant Projects:

#### 1. IKEA Residency

##### Commissioned Artist - 3D, Game Installation & Technical Art

#### • Immersive Experience & Technical Art:

- Designed and developed 3D environments and assets for a Unity-based interactive installation, combining physical/digital storytelling.
- Created 3D-scanned models, shaders, animations, VFX, multi-camera transitions, and dynamic UI elements, optimized for Windows, Mac, and Linux.
- Installed on-site exhibit, coordinating hardware deployment (projectors, electronics, interactive area) and spatial layout to ensure seamless visitor flow.

- **Collaborative Achievement:** Teamed up with a USC architect/designer in art direction, task delegation, show installation, and live experiences.

#### 2. Fermynwoods Contemporary Arts

##### Commissioned Artist - 3D, Game Experience, Web, Technical Art

#### • Innovative Interactive Experience:

- Led the design and development of a Unity-based game experience featuring a speculative experience and narrative. Created high-res textures, 3D scans, procedural shaders, 3D environment, and VFX.
- Ensured seamless interaction and performance across various platforms.

- **Project Management:** Managed the lifecycle from concept through launch, achieving positive reception for creativity and execution in the UK show.

#### 3. Kindred Spirit (Film Production)

##### Web Design, Brand Design, UI/UX, Front-end Development

- **Digital Branding & UI/UX:** Revitalized website design and brand identity to align with the film's aesthetic, creating responsive prototypes and interactive HTML/CSS/JS elements.
- **Visibility Growth:** Produced visual assets to support promotional campaigns and narrative consistency. Optimized content (including bilingual elements) to secure first-page Google rankings and enhance online engagement.
- **Stakeholder Alignment:** Aligned design direction with stakeholders, expedited website delivery, and ensured thorough documentation for future updates.

## Press

- AT HOME Press Release & IKEA Panacea, IKEA Residency, Los Angeles Review of Books, 2024
- Fermynwoods Focus & Xylophobia: Online, Fermynwoods, 2023
- Virtual Poster Exhibition SLSA, Society for Literature, Science, and The Arts, 2021
- Image at Surface, Artsy, 2019

## Awards

- Fermynwoods Contemporary Arts Grant, 2023
- Clifton Webb Scholarship, 2021
- Hyman Eugene Oxman & Frieda Dreyer Oxman Fellowship, 2021
- William & Mary Alumni Association Award, 2019
- Honors Fellowship, 2018
- Joseph Palin Thorley Memorial Scholarship, 2017 - 2018

### 4. Cribit (AI-Driven Movie Review App)

#### UI/UX & Product Design Consultation

- **User-Centered Design:** Identified and resolved 10+ critical usability issues and directed UI/UX design, enhancing the movie discovery experience.
- **UI & Content:** Developed interactive prototypes, seamless onboarding processes, and engaging widgets that boosted user satisfaction (validated via positive A/B testing).
- **Team Leadership:** Led a team of three designers, managing design reviews and weekly production meetings.

### 5. Society for Literature, Science, and Arts (SLSA) Conference

#### Commissioned Artist - Game, Web, Interactive Design

- **Creative Initiation:** Started and executed interactive projects combining web and game elements to enrich the conference at the University of Michigan.
- **Interactive Design & Dev:** Created interactive experiences through web and game development, integrating 3D game experience, 2.5D web interface, animations, JavaScript-based web widgets, and VR video.

### Visual & Brand Design Lead, Videographer

08/2021 - 06/2022

#### Global Talent Link (Youth Education)

- **Brand & Visual Strategies:**
  - Created 40+ visual assets including logos, illustrations, animations, and layout designs to upgrade brand storytelling.
  - Produced a marketing video integrating live-action footage with vector animations, achieving a 150x view increase.
- **Web Experience:** Improved UI/UX of the WordPress site in collaboration with a developer and created original content to highlight diverse educational programs.
- **Cross-Discipline Collaboration:** Coordinated with marketing, service, and development teams to deliver 5+ projects, resolve technical issues, and ensure effective project documentation and organization.

### Lecturer

06/2021 - 08/2021

#### Design | Media Arts, UCLA

- **Course Design and Delivery:** Developed, taught, and assisted a series of digital art and design courses, focusing on interaction design, digital art & design, moving images, 3D, and AI generation techniques.
- **Technical Resources:** Authored tutorials for Maya, Blender, Adobe Creative Suite, and Runway ML, breaking down complex techniques. Created and managed WordPress sites for resource sharing and remote learning.